

Whatever the weather: teachers' notes

*Dress for success with this fun board game
that teaches children about the seasons*

Objective

The first player to reach the finish square (on the top left of the board) is the winner. To reach the finish square, children will need to assemble an assortment of different clothing to help them weather the different seasons.

Preparation

- You will need a copy of the 'Whatever the weather' game board (see **A2 poster**, also available for subscribers to print out online) and a counter for each player. Subscribers can find an interactive version of the game board (with moveable counters and spinner) at www.scholastic.co.uk/childedplus
- Photocopy both sheets of game cards (see **Photocopiables 3 and 4**) and cut out the cards. This should give you a total of 40 cards. Divide these into their seasonal decks – so that you have a pile of ten spring cards, ten summer cards, ten autumn cards and ten winter cards.
- Assemble the seasonal spinner by cutting out the circle and the pointer. Pierce the hole in the pointer and the centre hole of the spinner with a split pin, and open out underneath. Test the spinner. If it is stiff, remove the pointer and enlarge the hole. Then reattach it again.
- Photocopy and cut out the reference card (see **Photocopiable 2**). It is helpful for each team to have a copy, to refer to throughout the game.

How to play

- The game can be played by up to four players/teams. To begin, each player spins the spinner four times – and takes a card from the corresponding pile each time it lands. This will give each player a starting deck of four cards. Players can place these cards in front of them, so everyone who is playing can see them.
- Decide who will go first. Usually, order of age (starting with youngest first) often settles most disputes!
- On a player's turn, they spin the spinner. This will result in the pointer pointing to a season, either spring (raindrop), summer (sunshine), autumn (wind) or winter (snowflake). The player

announces the season. All players must now check their cards. For every item of clothing they have that suits that season, they can move the corresponding number of squares on the board – starting with the player whose turn it is. So, if the spinner points to summer and a player has three cards (a t-shirt, sunglasses and shorts, for instance), they can move three squares.

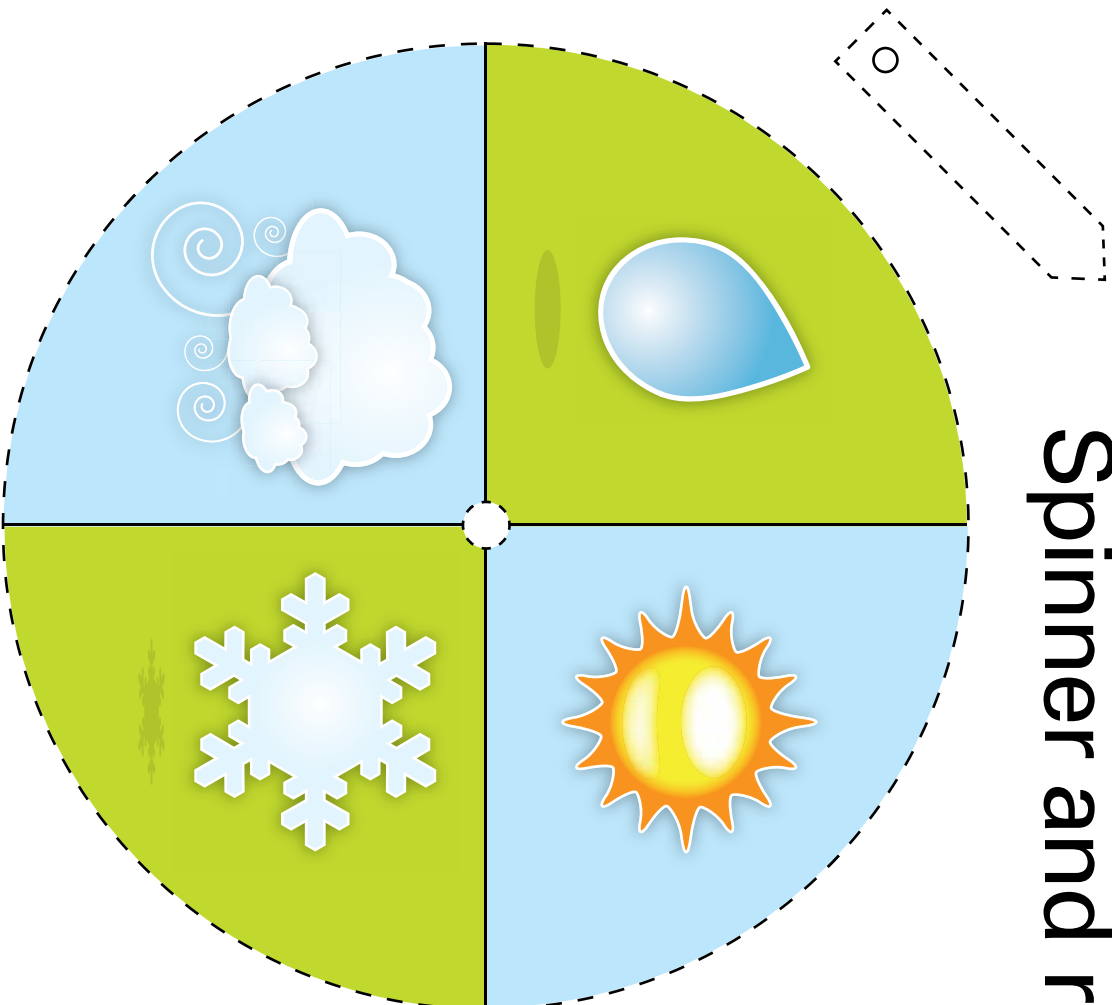
- If a player doesn't have any items of clothing to suit the season, they cannot move and must wait for the next turn, when the next player spins the spinner.
- If a player lands on a season square (represented by the same symbols as on the spinner) then they can take a card from the appropriate deck (if cards still remain). So if a player lands on an autumn square, for example, they can add another autumn card to their collection.
- If a player lands on a wardrobe square, they can swap any of their cards for another card from any of the season decks. This is useful if a player wants to collect more of something, or is lacking cards for a particular season.
- If a player lands on a rainbow card, they can move their piece up the rainbow (like in Snakes and Ladders) to jump ahead. Likewise, if a player lands on a thundercloud, they must move down the lightning, to the square below.
- Once players have moved and collected any cards, the next player spins the spinner. Once again, players check how many cards they have relating to that season and move the corresponding number of squares.
- The first player to reach the finish square is the winner!








Tips and tactics

- Children should realise quite quickly that the more cards they have for a season, the more spaces they can move, if that season comes up on the spinner. It is a gamble if children want to collect more of just one or two seasons (and risk missing a go if their seasons don't come up), or have an even spread.
- Children should use the wardrobe squares to swap any unwanted cards and boost areas they might be weak in. For example, if they are missing winter clothes it might be worth swapping something they have lots of, to get a winter item. This will stop them missing a go if the spinner lands on winter.

Whatever the weather!

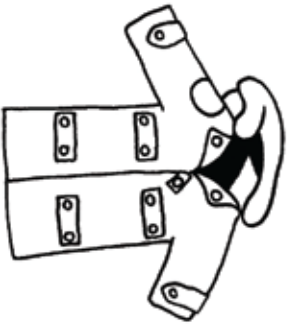
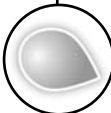

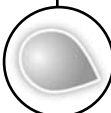

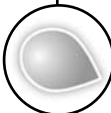


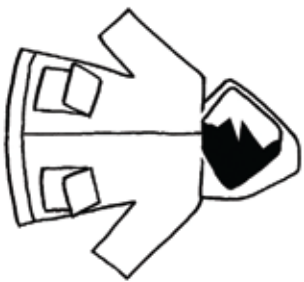
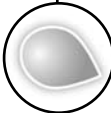
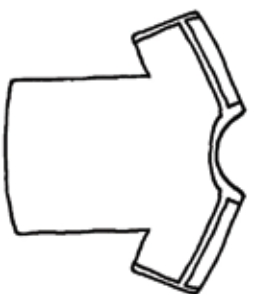
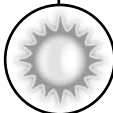

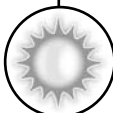
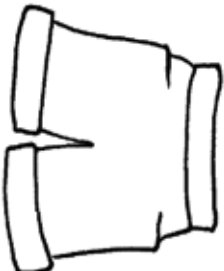
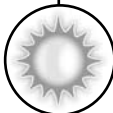



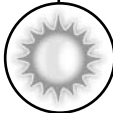
Spinner and reference card



If you land on:	Action:
	Take a Spring card
	Take a Summer card
	Take an Autumn card
	Take a Winter card
	Swap a card
	Move up rainbows
	Move down thunderclouds



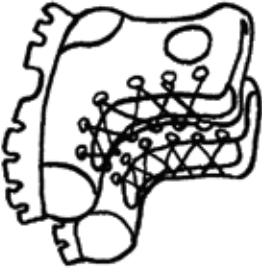

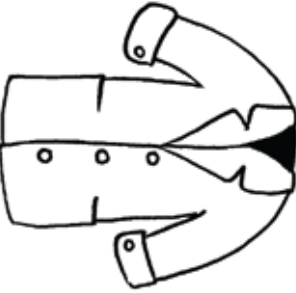

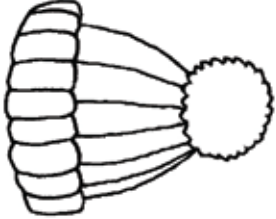









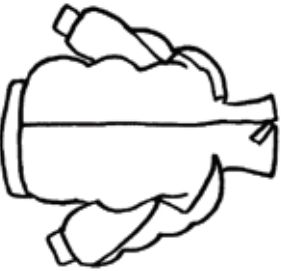



Whatever the weather:

Game cards

		Spring
		Spring
		Spring
		Spring
		Spring
		Summer
		Summer
		Summer
		Summer
		Summer

Whatever the weather:

Game cards

<p>Autumn</p>  <p>Autumn</p> 	<p>Autumn</p>  <p>Autumn</p> 	<p>Autumn</p>  <p>Autumn</p> 	<p>Autumn</p>  <p>Autumn</p> 	<p>Autumn</p>  <p>Autumn</p> 	<p>Winter</p>  <p>Winter</p> 	<p>Winter</p>  <p>Winter</p> 	<p>Winter</p>  <p>Winter</p> 	<p>Winter</p>  <p>Winter</p> 	<p>Winter</p>  <p>Winter</p> 
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